

Lecture	Topics
1	<p>Introduction to Computers, Turing Machine, C++, C++ Code Structure, Scope of Variables & Memory Allocation, Command Line Arguments, Coding Convention, Functions & Methods, C++ Modules, OOP, C++ Data Types, C++ Operators, Control Flow, C++ STL, I/O Streams, C++ Function Templates, Inheritance & Polymorphism, etc.</p>
2	<p>Review of Software Development, Structured Programming, Functions & Methods, C++ Modules, Overview of OOP, set/get methods, Constructor/Destructor</p>
3	<p>C++ Language syntax - coding through C++ language OOP concept is language independent array, vector, pointers, references, loop, control flow, data types, arithmetic operators, logical operators C++ 'this' pointer 'static' keyword sorting algorithms function in C++ storage classes and duration</p>
4	<p>function call stack & activation record function templates Standard Template Library recursion recap: C++ pointer and reference, control structures, repetition statements array class template vector class template uses of 'static' in various situations</p>
5	<p>big O notation, efficiency of an algorithm sort & search 'pointer' operator, 'address of' operator sizeof operator introduction to exception-handling</p>

	C++ class, a deeper look
	operator overloading
	inheritance
6	polymorphism
	constructor & destructor
	composition
	friend function and friend classes
	dynamic memory management
	create a custom array class
7	'cast' operator
	conversion constructor
	Inheritance
	polymorphism
	recap: operator overloading subjects
8	inheritance hierarchy
	public, protected, private inheritance
	polymorphism
	virtual function & dynamic binding
	virtual destructor
9	'final' member function and class
	abstract vs concrete classes
	pure virtual function
	the triple indirection
	make utility and make file
	Standard Template Library (STL)
	Containers and Iterators
	common iterator functions
10	types of iterators
	iterators with sequences
	vector, deque, list
	associative containers
	container adapters
11	C++ Standard Library Algorithms
	Algorithm, Iterator, Container
12	Design Patterns,
	the final project
13	the final project

Reading Assignments

C++ How to Program Chapter 1, and class study material

C++ How to Program Chapter 2, 3, and class study material

C++ How to Program Chapter 3, 4, and class study material

C++ How to Program Chapter 5, 6, and class study material

C++ How to Program Chapter 7, 8, and class study material

C++ How to Program Chapter 9, 10, and class study material

C++ How to Program Chapter 11, and class study material

C++ How to Program Chapter 12, and class study material

C++ How to Program Chapter 15, and class study material

C++ How to Program Chapter 16, and class study material

C++ How to Program Chapter 13, 14, and class study material
class study material